

MISSION X4 - G-DROID ENCOUNTER

BRIEFING



60:00 M



GD-WINGS

FOR STANDALONE MISSION:
GOLD

DEVICES

2 PER AGENT

WEAPONS

2 IMPROVED WEAPONS
2 ALIEN WEAPONS

Just a few hours after the last mission, as the agents rest in their bunks and face the demons of the night, the memories of their failure in recovering the alien-controlled agents burn like hellfire in their minds. And yet, the night passes and, as it always was and always will be, it brings a new dawn and the promise of a new hope. The team is gathered in the briefing room when an urgent mission beckons.

"Good morning, Agents. Good news! We have one more chance to intercept the controlled agents! It seems, just before falling prey to the mind controlling abilities of the alien leader, our agents managed to activate a tracking device – perhaps they knew they were just a step away from disaster. They also activated a timer, to avoid alien scanning. Right now, the signal is weak, but we can track it in an urban area."

"AGENTS, Your mission is to reach the sector C1 and check the signal. Bring our patriots back home!"

SETUP



AGENT
STARTING
AREA

SIGNAL RESERVE



X5



X2

Take one HUMAN SIGNAL and place it in the C1 Map as indicated.
Shuffle all remaining SIGNALS.

TOKENS IN PLAY



X1



X1



X1



X1



X1



X7

SPECIAL TOKENS

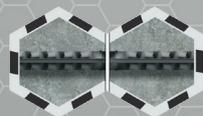


X3

OVERLAYS



X1



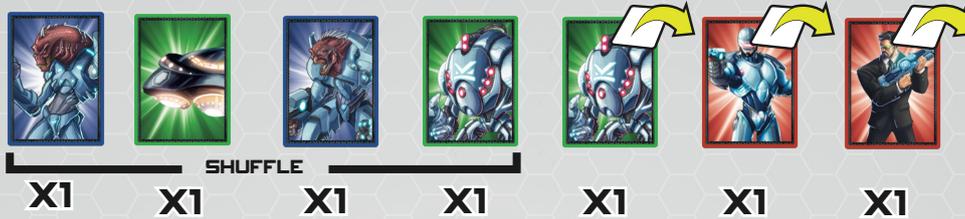
X1



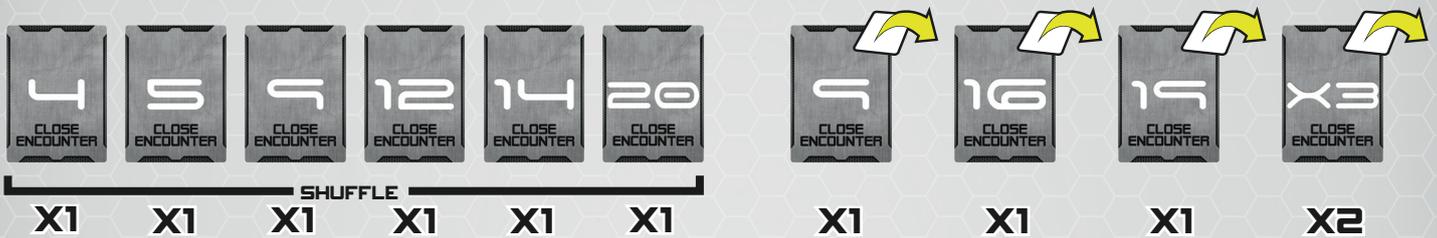
ALIEN CARDS AND MINIATURES IN PLAY



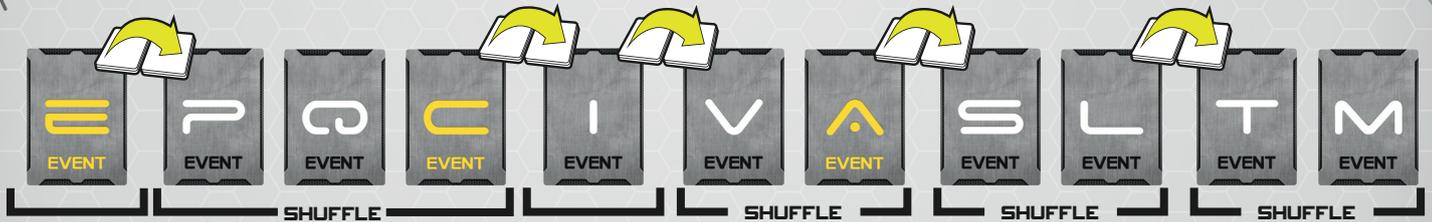
ALIEN CARDS AND MINIATURES



CLOSE ENCOUNTER DECK



EVENTS DECK



[SPECIAL EVENT E WILL APPEAR AT 1ST EVENT, THE SPECIAL EVENT C BETWEEN THE 2ND AND 4TH EVENT AND SPECIAL EVENT A BETWEEN THE 6TH AND 7TH EVENT].

SPECIAL MISSION RULES

EVENT PHASE:

Skip the **EVENT** phase until the **HUMAN SIGNAL** located on the C1 map is revealed.

HUMAN SIGNALS:

Revealed **HUMAN SIGNALS** remain in play without moving [ignoring any movement effect by **EVENT** cards] until **SPECIAL EVENT E** is drawn. Once drawn, they are managed as normal.

BLUE NEXUS:

If any **Blue NEXUS** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the **DISCARD PILE**].

RED M-D AGENT N:

If the **Red M-D AGENT N** dies, remove it from play [by discarding its figure and **ALIEN** card in the **WAREHOUSE** instead of the **DISCARD PILE**].

RED G-DROID:

If the **Red G-DROID** reaches 0 **HP**, it becomes **inactive**. Instead of removing its figure from the battlefield, lay it down. It remains in play, but may no longer be activated.

OBJECTIVES

The mission ends in the STRATEGY phase after the last EVENT card is drawn.

MISSION STATUS	MISSION REPORT	NEXT MISSION
Both Red G-DROID AND Red M-D AGENT N are dead.	Mission Accomplished	N/A
The Red G-DROID is dead AND Red M-D AGENT N is still alive at the end of the mission.	Mission Partially Accomplished	N/A
The Red G-DROID is still alive at the end of the mission.	Mission Failed	N/A

SPECIAL EVENT CARDS EFFECTS

READ THIS CHAPTER ONLY WHEN THE RELATED SPECIAL EVENT CARD IS DRAWN



No training could have prepared the agents to what they see in this room: a fully cybernetic metal body stands before them. Even worse, the cyborg's countenance vaguely resembles Agent S! In a heartbeat the android flickers to life, its helmet visor burning with intense red light. Its right hand is armed with a lethal-looking pistol. "HQ, this is Alpha Agent... do you copy? Are you seeing this? It looks like the alien scum have transformed Agent S into a Cyborg – and not a friendly one! These bastards want to turn our people against us!"

"Alpha Agent, HQ here. Copy that. We are computing the info – meanwhile we can't afford any mistake. AGENTS, your mission is to kill the android!"

EFFECTS:

- Replace the HUMAN SIGNAL [by discarding it in the SIGNAL DISCARD PILE] with the Red G-DROID  and assign its ALIEN card to the ALPHA AGENT.
- Place the two CLOSE ENCOUNTER #X3   cards on top of CLOSE ENCOUNTER deck.



Without warning, the droid is bathed in a blue light and teleports to another sector of the battlefield. Alpha Agent, completely surprised, growls, "Damn it! What the hell is going on here? Do you copy HQ? HQ? Can you track down that droid?"

"Alpha Agent, this is HQ. Your target is in a room in the residential block, sector C2. Intercept it and complete your mission – but beware! We are picking up readings from Agent N's transmitter. We do not, repeat, DO NOT know his position, but if you cross his path, do not hesitate. Bring him down! He is no longer one of us!"

EFFECTS:

- Move the Red G-DROID on the T.P.  and restore all its HEALTH POINTS. Beginning on the next round, the Red G-DROID is no longer inactive and may be activated normally during any aliens turn.
- Teleport one SIGNAL on each T.P.

When the next HUMAN SIGNAL will be revealed, follow these steps:

- Replace the HUMAN SIGNAL [by discarding it in the SIGNAL DISCARD PILE] with the Red M-D AGENT N .
- Shuffle the CLOSE ENCOUNTER #16  card into the CLOSE ENCOUNTER deck.
- Place the CLOSE ENCOUNTER #19  card on top of CLOSE ENCOUNTER deck.



With a new flash of light, the droid again teleports to the C2 sector. A frustrated Alpha Agent growls into the commlink, "Oh, that's just great! This just keeps getting better! The droid seems invulnerable! We must stop this thing!"

"Alpha Agent, this is HQ! Hold position! Our intel just found a way to interrupt the droid's teleport function. There is a small control server in sector C2. Shut it down to stop the teleport system. AGENTS, you must reach Waypoint 1, as indicated in your data-pads. This will interrupt the teleport system and make the droid vulnerable to your weapons. Bring it down and return it here to the base. Our geeks here have some kind of plan for it!"

EFFECTS:

- Move the **Red G-DROID** to the T.P.  and restore all its **HEALTH POINTS**. Beginning on the next round, the **Red G-DROID** is no longer inactive and may be activated normally during any aliens turn.
- Place the **GREEN NEXUS**  adjacent to the **Red G-DROID**.
- Place the **CLOSE ENCOUNTER #9**  card on top of **CLOSE ENCOUNTER** deck.

When at least one agent reaches the **WAYPOINT 1**, follow these steps:

- Take the three **FLAME**    tokens and place them on the **HEXES MARKED #1, #2 and #3** in the room on the C2 map.
- Beginning on the next round, any agent adjacent to the inactive **Red G-DROID** may spend their **ACTION+COMBAT** to kill him. Once this occurs, remove the **Red G-DROID** from play [by discarding its figure and **ALIEN CARD** in the **WAREHOUSE** instead of the **DISCARD PILE**].

DEBRIEFING

MISSION ACCOMPLISHED

Thanks to their bravery, the agents inflicted a harsh blow on the alien invaders! Several hours after their homecoming, the commander summons them in the briefing room. "Congratulations, Agents! Your mission was an outstanding success! At last, Agent N – a true patriot – will have a fitting funeral, with full honors. But there's more! Our scientists managed to free the droid mind from the three directives embedded by the aliens. What once was Agent S will now be known as G-Droid. He will unchain his rage and strength against these invaders. Every moment of pain experienced during the cyborg transformation will be repaid in full!"

MISSION PARTIALLY ACCOMPLISHED

After much difficulty, the agents bring down the droid – but the alien enemies, under the command of their former ally, Agent N, still harass the battlefield. Then, the HQ calls: "Agents, take the droid and return at once. We have reached our goal – we don't want to risk any more casualties. Perhaps there will be another chance to bring back Agent N's body."

Several hours after their homecoming, the commander summons them in the briefing room. "You accomplished the mission, boys, and even though it was not a complete success, a good soldiers always knows when to retreat. Live today, fight tomorrow! But there's more! Our scientists managed to free the droid mind from the three directives embedded by the aliens. What once was Agent S will now be known as G-Droid. He will unchain his rage and strength against these invaders. Every moment of pain experienced during the cyborg transformation will be repaid in full!"

MISSION FAILED

An alien ship appears in the sky, casting a giant shadow over the battlefield. In a flash, all hell breaks loose and a storm of alien fire separates the agents from the droid. Bitterly, the Alpha Agent calls the retreat. "HQ, this is Alpha Agent. Do you copy? Alien reinforcements have blocked us from completing the mission. I request immediate evacuation!"

"Alpha Agent, this is HQ. Copy that. Evacuation confirmed. Unfortunately you're right. Come back home, before it's too late!"

